

CLAIMS

The invention is hereby claimed as follows:

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1. A gaming device comprising:
a processor;
a first set of potential offers;
a second set of potential offers, at least one potential offer of said
second set being determined by said processor based on a first offer made to
10 a player from the first set if the player rejects said first offer;
a display device controlled by said processor for displaying said sets to
said player; and
means controlled by said processor for enabling said player to accept or
reject said first offer.
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2. The gaming device of Claim 1, wherein a plurality of said second
potential offers are determined by said processor based on the first offer made
to the player from the first set if the player rejects said first offer.
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3. The gaming device of Claim 1, wherein each potential offer of the
second set is determined by adding the first offer to the first set of potential
offers.
4. The gaming device of Claim 1, wherein the first offer from the first set of
25 potential offers becomes a terminator in the second set of potential offers.
5. The gaming device of Claim 1, which includes a second offer provided
to the player from the second set of potential offers and a third set of potential
offers determined by said processor based on the second offer if the player
30 rejects the second offer.

6. The gaming device of Claim 5, wherein the first and the second offers become terminators in the third set of potential offers.

7. A gaming device comprising:

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a processor;

a plurality of first potential offers;

a first offer provided to a player from the plurality of first potential offers;

at least one second potential offer that replaces at least one first potential offer when the player rejects the first offer;

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a display device that communicates with said processor and displays the first and second potential offers; and

an offer acceptor that communicates with the processor and enables the player to accept the first offer.

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8. The gaming device of Claim 7, which includes a plurality of second potential offers that replace the plurality of first potential offers after the first offer is provided to and rejected by the player.

9. The gaming device of Claim 8, which includes a second offer provided

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to the player from the plurality of second potential offers.

10. The gaming device of Claim 7, wherein said at least one second potential offer is based on the first offer provided to the player.

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11. The gaming device of Claim 7, wherein the at least one second potential offer equals one of the first potential offers plus the first offer provided to the player.

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12. The gaming device of Claim 7, wherein the at least one second potential offer replaces at least one randomly determined first potential offer.

13. The gaming device of Claim 7, wherein the at least one second potential offer replaces the first offer provided to the player.

14. The gaming device of Claim 7, wherein a terminator is adapted to replace the first offer provided to the player.

15. The gaming device of Claim 14, wherein either the terminator or a second offer selected from the at least one second potential offers is provided when the player rejects the first offer.

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16. A gaming device comprising:
a processor;
a plurality of potential offers;
a display device controlled by the processor that displays said potential offers;
a first offer provided to a player from the plurality of potential offers;
a second offer equal to the first offer plus one of the potential offers, the second offer provided to the player upon a rejection of the first offer; and
a potential terminator displayed by the display device upon the rejection of the first offer.

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17. The gaming device of Claim 16, which includes means controlled by the processor for enabling the player to accept or reject said first and second offers.

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18. The gaming device of Claim 16, which includes a consolation award provided to the player if the player receives the terminator upon rejecting the second offer.

19. The gaming device of Claim 16, which includes a third offer, which is a combination of the second offer and one of the potential offers, the third offer provided to the player upon a rejection of the second offer.

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20. The gaming device of Claim 16, wherein the first offer is added to a plurality of said potential offers upon the rejection of the first offer and the second offer is selected from each of the remaining potential offers.

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21. The gaming device of Claim 16, wherein the first offer is added to the remaining potential offers upon rejection of the first offer and the second offer is selected from each of the remaining potential offers.

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22. The gaming device of Claim 16, wherein the remaining potential offers are multiplied by the first offer upon rejection of the first offer.

23. A gaming device comprising:

a plurality of values; and

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means for offering one of said values to a player;

means for enabling the player to accept one of said values offered to the player; and

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means for changing at least one of the values if the player does not accept the offered value, wherein at least one of said changed value and said other values is subsequently offered to the player if the player does not accept the offered value.

24. The gaming device of Claim 23, wherein the value providing means includes a random generation device.

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25. The gaming device of Claim 24, wherein the generation device is selected from the group consisting of: a number appearing on an indicator, a dice roll, a reel spin and a wheel spin.

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26. The gaming device of Claim 23, wherein the value changing means includes means for increasing at least one of said values.

27. The gaming device of Claim 23, wherein the value changing means includes means for increasing each value not offered to the player.

28. The gaming device of Claim 23, wherein the value changing means
5 includes means for increasing at least one of the values not offered to the player based on the value offered to the player.

29. A gaming device comprising
a processor;
10 a display device that communicates with a processor;
a path displayed on said display device, said path including a plurality of positions;
an offer provided to a player, the offer associated with a generated position; and
15 means connected to said processor for enabling said player to accept or reject said offer.

30. The gaming device of Claim 29, wherein the path is enclosed.

20 31. The gaming device of Claim 29, wherein each position displays a potential offer.

32. The gaming device of Claim 29, wherein each position displays a potential offer or a terminator.

25 33. The gaming device of Claim 32, wherein each position displaying a terminator is a position previously displaying an offer provided to the player.

30 34. The gaming device of Claim 29, wherein upon a rejection of the offer, each potential offer associated with an ungenerated position increases by an amount based on the offer.

35. The gaming device of Claim 29, wherein upon a rejection of the offer, the position associated with the offer becomes a terminator.

36. The gaming device of Claim 35, wherein a consolation award is
5 provided to said player upon a regeneration of a terminator.

37. The gaming device of Claim 36, wherein the consolation award increases when the player rejects an offer.

10 38. A gaming device comprising:
a processor;
a display device that communicates with the processor;
a plurality of potential offers displayed by said display device;
an offer provided to a player from the potential offers, the offer including
15 a value at least partly comprised of at least one offer previously provided to the
player; and
means which communicates with the processor for enabling the player
to accept said provided offer.

20 39. The gaming device of Claim 38, wherein said offer includes an addition
of the value to a previously displayed potential offer.

40. The gaming device of Claim 38, wherein said offer includes a
multiplication of the value to a previously displayed potential offer.

25 41. The gaming device of Claim 38, which includes a displayed consolation
award.

30 42. The gaming device of Claim 41, wherein said consolation award
increases if the player rejects the offer.

43. The gaming device of Claim 41, wherein said consolation award is provided to said player upon the generation of a previously provided offer.

5 44. The gaming device of Claim 38, wherein a previously provided offer is provided to said player upon a regeneration of said previously provided offer.

45. A method for operating a gaming device, said method comprising the steps of:

- 10 (a) displaying a plurality of potential offers;
- (b) generating and providing a first offer from the potential offers to a player;
- (c) changing the value of at least one of the remaining potential offers;
- 15 (d) enabling a player to accept or reject said provided offer; and
- (e) generating one of the newly changed potential offers and providing said newly changed potential offer as a second offer to said player if said player rejects said first offer and if said second offer has not been previously generated.

20 46. The method of Claim 45, which includes increasing a consolation award when changing the value of the at least one remaining potential offer.

25 47. The method of Claim 45, which includes the step of providing a consolation award to said player if the second offer has been previously generated.

48. The method of Claim 45, which includes the step of awarding said first offer to the player if said player accepts the first offer.

30 49. The method of Claim 45, which includes the step of awarding said second offer to the player if said player accepts the second offer.

50. The method of Claim 45, wherein displaying the potential offers includes displaying a path having a plurality of potential offer displaying positions.

5 51. The method of Claim 45, wherein generating the first and second offers each includes generating a position along a path.

52. The method of Claim 45, wherein changing the remaining potential offers includes adding the first offer to the remaining potential offers.

10 53. The method of Claim 45, wherein changing the remaining potential offers includes multiplying the remaining potential offers by the first offer.

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